

Independent Novel Reading Project

During each six weeks you will choose and read one book from the library and complete the following activities as part of the Independent Reading Project.

There are four parts to this project: the Book Choice Form, an Interactive Reading Log, Numbered Activities, and Lettered Activities.

Grading Rubric for the Independent Reading Project:

Book Choice Form	20 points
Interactive Reading Logs	80 points (20 points each)
Numbered Activities	50 points each
Lettered Activities	50 points each

200 points/2 = Test Grade(s)

Choosing a book:

- You are to choose your book from the library
- All books must be approved by Mr. Howard
- If you do not like the book you chose, you may abandon it and select a new one with the instructor's approval

Pacing Yourself:

- You should make a plan for reading your book(s) at a realistic pace.
- Don't put it off until the last two weeks of the six weeks.

Due Dates for the Independent Reading Project:

- Book Choice Form: On or before **February 1, 2019**
- Interactive Reading Logs: On or before **February 15, 2019**
- Numbered Activities: On or before **February 21, 2019**
- Lettered Activities: On or before **February 21, 2019**

INTERACTIVE READING LOG:

Four emails will be sent to me reflecting on your book and your reading process: one after you finish the first 25% of the book, one after you have read 50% of the book, one after 75% of the book, and one after you complete the book.

NOTE: If your book does not have chapters, please break up the number of pages into four sections.

My E-mail address is: rhoward@ccisdtx.com

Each interactive response entry should be at least 2 paragraphs in length. You can't be wrong in your responses, as these reflect your personal reactions to the text. Take some risks and be honest. Use the sample prompts to help you get started with expressing your likes/dislikes, confusion, and observations. Tell me what you think something means. Make predictions about what might happen later. Use your personal experiences to connect with the plot, characters, setting, etc.

SAMPLE INTERACTIVE PROMPTS:

- I really don't understand the part where . . .
- I really like/dislike this idea because . . .
- This character reminds me of somebody I know because . . .
- This character reminds me of myself because . . .
- I think this setting is important because . . .
- This scene reminds me of a similar scene in (title of book/movie/T.V. show) because . . .
- This part is very realistic/unrealistic because . . .
- I think the relationship between _____ and _____ is interesting because . . .
- This section makes me think about . . .
- I like/dislike (name of character) because . . .
- This situation reminds me of a similar situation in my own life. What happened was . . .
- If I were (name of character) at this point, I would . . .
- I began to think of . . .
- I love the way . . .
- I can't believe . . .
- I wonder why . . .
- I noticed . . .
- I'm not sure . . .
- My favorite character is ____ . . .
- I like the way the author . . .
- I felt sad when . . .
- I wish that . . .
- I was surprised . . .
- It seems like . . .
- I'm not sure . . .
- I want to know more about . . .
- I predict . . .

NUMBERED ACTIVITIES:

While (or after) you read your chosen book, you must choose **one** of the following activities to complete. Each of these activities should be presented separately (In other words, do not group them on the same page.) and approximately 150-200 words long. Please indicate the Activity Number you have chosen on your paper/project.

1. Tell your thoughts and feelings about something that happened in the reading or something about one of the characters in the reading. How does an event or a person remind you of something in your experience or life? How does it relate? Be sure to include specific events from both the book and your own life.
2. "Become" one of the characters. Comment on the events of the reading from his/her point of view. Tell an incident the way this character sees it. Include the thoughts and feelings of the character that may not be mentioned in the story.
3. Quote a phrase or a section of the text that impressed you for some reason (beautiful language, interesting thoughts, meaningful to you for some reason). Explain why you chose that section. Also, be sure to tell where the quote fits into the context of the story.
4. Ask questions about the text. These should be thoughtful, possible discussion-provoking questions. They should not be simple fact questions, and they should not be able to be answered with a simple "yes" or "no." You should ask at least five questions of the text.
5. Draw a picture of a scene from the reading. Explain why you chose that scene.
6. Predict what you think will happen in the next section of the book. Write the scene the way you think the story will unfold. Include information about the setting, character appearance, action, and dialogue, as well as plot details.
7. Create a dictionary of terms that would help someone reading this book. Make a list of at least fifteen particular words (jargon, slang, technical language, specialized terminology, etc.) that the author uses in this story. These words must be slightly out of the ordinary; they should have particular significance in the book. Define each word as it is used in the story.
8. Write a letter to the author of the book. Tell him/her what you liked and disliked about the story and his/her writing style. Give them specific reasons and examples from the story to support what you say. Be sure that your letter is in the correct format.
9. Create a book jacket description for the story. Pretend you are trying to "hook" readers' interest in the story by explaining its contents on the back of the book. How would you tell people what the book is about and persuade them to pick it up and read it?
10. Imagine a meeting between you and one of the book's characters. Where would you meet? What would you discuss? Create a dialogue that includes references to the story's action, other characters, and bits about your own life.
11. Create a board game based on the characters, events, or theme of your book. Be sure that the game is playable and that participants must rely on their knowledge of the book in order to succeed!
12. Become a casting agent. If your book was to be made into a movie, which famous stars would you choose to play the roles of each character? Support your choices with explanations (appearance, experience, similarities, personality, etc.).

13. Build a timeline for the major events in the story, focusing on at least twelve incidents. Highlight the initial conflict(s), climax, and resolution of the story in some way. Be sure that the action is accurately placed and that the time between events is indicated neatly.
14. Draw a map of where your story took place. It should contain areas where significant events happened. Use a key to describe these happenings. Be certain to include a title and label the appropriate areas. Detail, color, and accuracy are points to remember.
15. Design a crossword puzzle using ideas from the book. The puzzle should be neat; try the Puzzlemaker program at <http://puzzlemaker.school.discovery.com/>. Use at least eighteen hints for your puzzle. Submit BOTH a blank puzzle with hints AND a completed puzzle with hints and answers.
16. Write an obituary for one of the characters in the book. Your obituary should follow the outline provided at <http://www.remembranceprocess.com/capturing-a-life-in-words/guide-to-writing-an-obituary/>. It must be at least four paragraphs. Use information gathered from the story as well as your own imagination.
17. Make a Venn diagram that illustrates how you are like and unlike at least two of the characters in the story. Each section of the diagram should contain at least five characteristics.
18. Become a character and write a diary with at least 5 entries. Include events from the novel and how you feel about them. Write in the voice of the character (using his/her dialect, words, or sayings).
19. Write a "Dear Abby" column with questions from three of the characters in the novel asking for advice. Their problems/questions should be in keeping with how they were presented in the book. You must include your solutions/answers as Dear Abby. Each Q & A should be about a half-page.
20. Make a collage of a major theme from the book. Use clippings from magazines, newspapers, etc. The collage must be on paper that is at least 8 1/2" x 14" and should include at least 10 different clips. On the back of the collage, explain in one paragraph what theme you are representing and what it has to do with your novel.
21. Plan a party for four characters in the story. Consider each character's personality, likes and dislikes. Decide on a gift for him or her... something he or she would really like and use. Create a note or card to go along with each gift. In the greeting, explain to your friend from the book why you selected the gift.
22. Write an ad for a dating service for one of the characters. Include details such as a physical description, hobbies, interests, education, job, likes/dislikes, favorites, and what he/she is looking for in a potential date. You should use information you learned about this character from the story, but you can also use your imagination to fill out the ad.
23. Make a tri-fold travel brochure that invites tourists to visit the setting of the book. Describe the scenery and surroundings. Explain the types of activities that might be available. Your brochure should employ colorful design, pictures, and phrasing in order to entice travelers to go there.

LETTERED ACTIVITIES:

While (or after) you read your chosen book, you must choose **one** of the following activities to complete. Each of these activities should be presented separately. (In other words, do not group them on the same page.) Please indicate the Activity Letter you have chosen on your paper/project.

- A. Write a radio show version of one of the scenes in your story and record it on a cassette tape or c.d.. Include dialogue that mirrors that of the original story and add sound effects and/or music, if possible. You may ask a classmate or friends to help you in the radio show.
- B. Write a resume of one of your better-detailed characters. Imagine that the character is applying for a job (appropriate to his/her role in the story). Include objective, prior experience, education/schooling/degrees, vital statistics, hobbies, references. Make the document look official. Type if possible!
- C. Create a comic strip or a storyboard for the events in the story. Be sure that the illustrations explain the story clearly. Do not include every detail – only those that are necessary to understand the actions. You will not be judged on your artistic talent, only on your apparent effort.
- D. Rewrite the story or part of the story as a poem or a song. Be sure to include important incidents and conflicts.
- E. Discuss an important symbol in one of your stories. Explain why you believe the symbol is important, and what you believe it is supposed to represent. This should be at least a half-page explanation.
- F. Write a news article covering the events in your story. Include quotes, expert opinions, and “photos.” Be sure to include who, what, when, where, why, and how.
- G. Imagine you were to go through the trash of one of the characters. Explain what you might find and why. Base your “finds” on the story and character actions. Please describe at least six items.
- H. Research and present information about a particular part of the story: a person, place, event, etc. Try to discover interesting background or facts not presented in the story. Your resources must be accurately cited. The presentation may take numerous forms: a speech, a poster, an essay, a pamphlet, etc.
- I. Create a twenty-question quiz about your book. The questions should test a reader’s knowledge of the story and should focus on character, plot, setting, motivation, conflict, and resolution. Please include the answers to your quiz questions as well.
- J. Design a web site or construct a power point presentation about your book.
- K. Draft a mock interview with one of your characters. Pretend you are the host of talk show. Create a list of at least ten questions (and the character’s responses) that you could ask your “guest.” The questions should pertain to the events in the story, but may also search to reveal unknown secrets about the person (which should keep in line with the integrity of the character).
- L. Construct a mobile of the story’s characters. The mobile should include the book’s title and then the cast of characters represented in any artistic form you choose. Some examples include cardboard cutouts of the characters, abstract construction paper shapes, index cards labeled with names, etc. A list of each character’s traits and/or a description of the character should be on the reverse side of each hanging object.
- M. Design a large-scale poster for a film adaptation of the book. Include a synopsis of story and a meaningful picture representing some aspect of the novel. Invent a catchy slogan or tagline to draw audiences to see the movie. Be colorful! Your final product must show thought and effort.

- N. Make a scrapbook about the story or pretend a character had made it about his/her life.
This should look like a real scrapbook, complete with actual memorabilia, awards, letters, photos, mementos, ticket stubs, report cards, etc. Include the book title or the character's name on the book. Label each item (at least fifteen) and explain its significance.
- O. Write a piece of music to fit a character, event, or feeling from the story. Explain how and why you created the piece. Be prepared to perform it (if requested) or record the performance and submit it.
- P. Act out and video tape at least three scenes from the book. The entire presentation should run about ten minutes. Submit a written copy of setting, dialogue, direction, etc. along with the videotape.
- Q. Design a CD cover (front, back, and insides) that is 8" x 8". The back cover should list the soundtrack for the novel (title and artist) that includes at least 10 well-known songs. On the inside, write at least one sentence (per song) explaining how it relates to the story events or character(s). The look of the front cover is up to you!
- R. Sketch costumes for at least three characters in the novel. Each character needs 3 costume changes. For each drawing, explain why the outfit, accessory, color is appropriate to its owner. How is the apparel useful or necessary in particular settings or situations?
- S. Construct puppets resembling two of the story's characters. The puppets can be made of any combination of materials (paper, cloth, plastic, etc.) and should be functional. Attach a 3" x 5" index card to each puppet listing his/her name, significance in the story, and how what you have made truly illustrates the character.
- T. Make a "wanted" poster for one of the characters or objects in your book.
Include the following: (a) a drawing or cut out picture of the character or object, (b) a physical description of the character or object, (c) the character's or object's misdeeds (or deeds?), (d) other information about the character or object which is important, (e) the reward offered for the capture of the character or object.
- U. Photograph real people, places, and things that represent the same in your novel. Secure at least fifteen pictures in an "album." The album's front cover should list the name of the book and the author. For each photo, write a caption that labels the picture and explains how it is connected to the story.
- V. Record a podcast that reviews the novel. Include the following: a) title and author, b) genre of the story, c) names of major characters, d) a brief description of conflict(s), e) what you liked/disliked about the book, and f) a recommendation for a specific audience.